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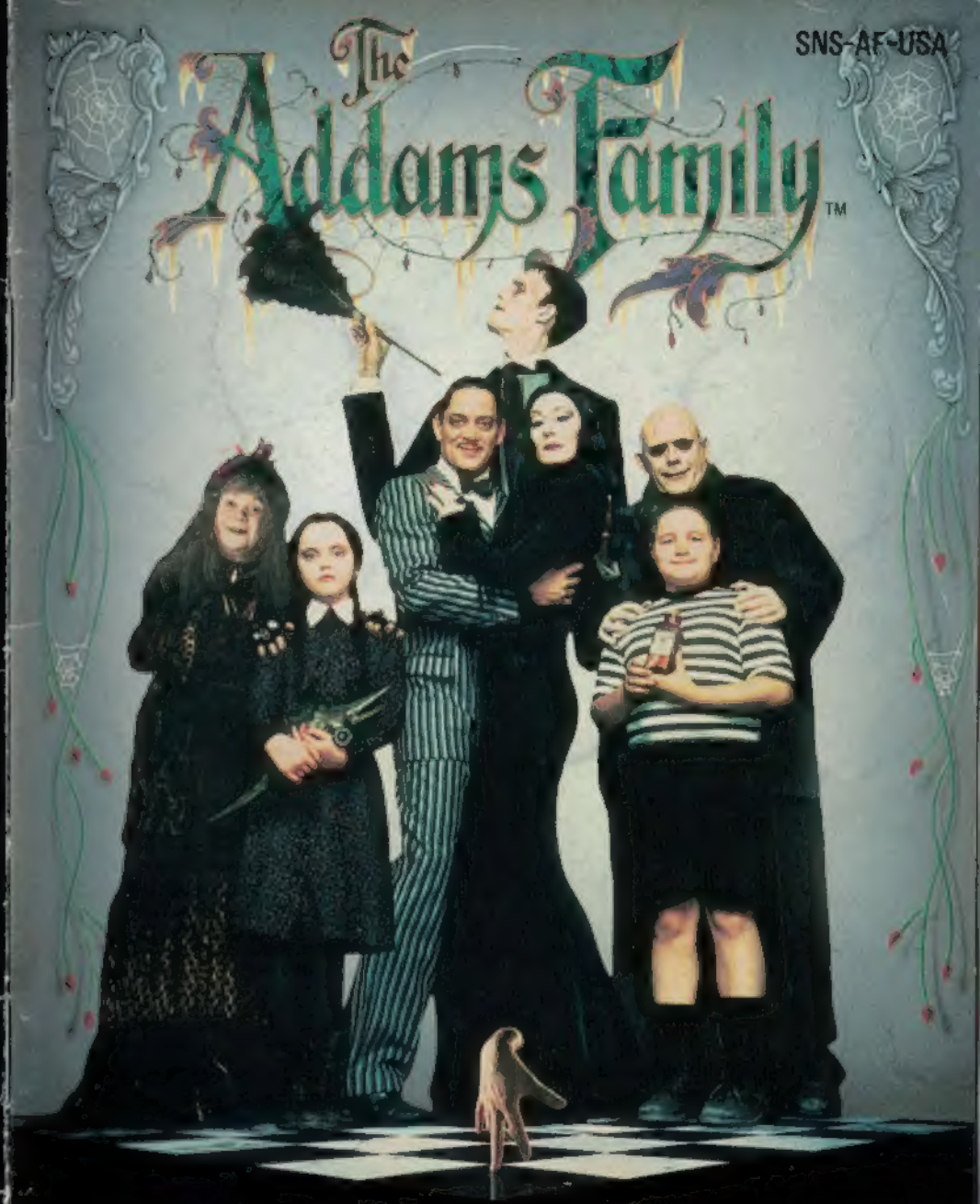
The Addams Family™



Instruction Manual

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for purchasing THE ADDAMS FAMILY from Ocean of America for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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The Addams Family™

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Creepy, Kooky, Ooky, Spooky.

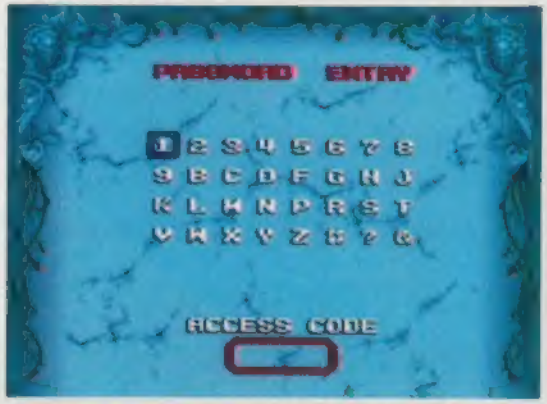
Morticia Has Been Kidnapped!

Uncle Fester has lost his memory and has fallen under the spell of Abigail Craven, a conniving character who is anxious to lay her greedy hands on the Addams' hidden fortune. Having recruited a misled Uncle Fester, and assisted by her cohorts, Tully and The Judge, she manages to capture and imprison the other members of the Addams Family within the huge Addams Mansion!

Only Gomez can save the day by freeing his son Pugsley, his daughter Wednesday, and Granny; and by restoring Uncle Fester's memory. Accomplishing these tasks is daunting enough — but then Gomez must seek out Morticia in the underground vaults of the Addams mansion and confront the evil Judge in a kooky and spooky climax!

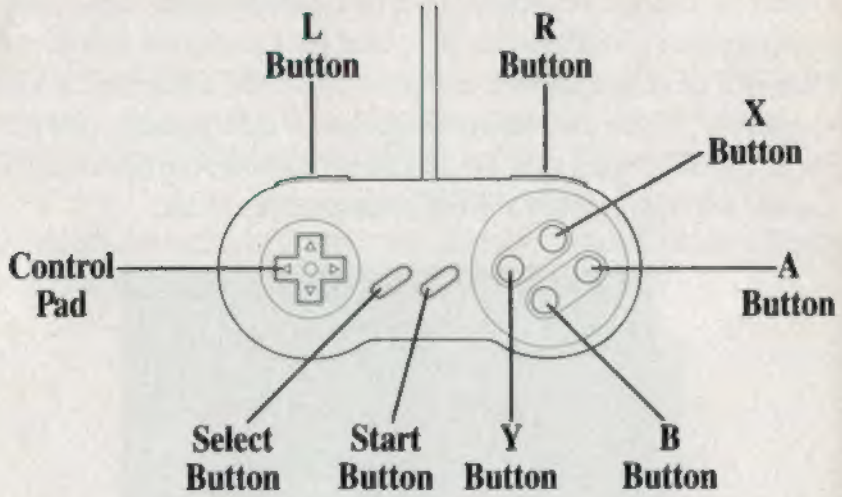
Setting Up

Insert the Game Pak into the Super Nintendo Entertainment System and turn the POWER switch ON. After the Title Screen is displayed, you will be presented with an option to START the game, or input a password. If you are playing the game for the first time, just press your START button to begin. If you do nothing, the demonstration mode will begin. Press any button to quit this mode.



If you have played the game before and you have obtained a password, select 'PASSWORD' from the menu. You will be presented with a 'keyboard' on-screen. Input your password using the directions on your Control Pad, and Button B or A to 'type' the character highlighted; Buttons X or Y deletes the character highlighted.

Your Controls



CONTROL PAD LEFT: Moves Gomez left.

CONTROL PAD RIGHT: Moves Gomez right.

CONTROL PAD UP: Makes Gomez enter a door/opening. Makes Gomez climb up a rope/vine. Also jab upwards with sword (with Button X or Y).

CONTROL PAD DOWN: Makes Gomez duck. Makes Gomez climb down a rope/vine. Also enables Gomez to access an entry below him (pipes, etc.).

BUTTON A: Makes Gomez jump; the longer the button is pressed, the higher he will jump. Also can be used with Control Pad left or right to control/change the direction of the jump.

When underwater, repeated pressing of this button will help Gomez swim; similarly, when Gomez has the 'Fezi-copter', this action helps him fly.

BUTTON B: Same as Button A.

BUTTON X: Makes Gomez jab his sword, or throw a golfball (also erases 'pause' message).

BUTTON Y: Same as Button X.

L BUTTON: 'Shuffles' Gomez left a little.

R BUTTON: 'Shuffles' Gomez right a little.

START: Pauses the game. Confirms menu options.

SELECT: Selects menu options. In conjunction with 'PAUSE', quits current game.

Status Panel

Energy

You begin the game with just two heart units, which means that Gomez can sustain two hits before losing a life. These units can be replenished along the way, but there are opportunities to collect an extra THREE energy units by defeating some of the large guardians (bringing your heart quota up to a potential FIVE, allowing you to now sustain five 'hits'!). The top left of the screen displays your energy information; the number of hearts shows how many energy units you have in total — the 'solid' ones show how many hits you have left before losing a life.

Money

Along the way, Gomez can collect money, shown as $. For every 25 $, you will have a heart replenished (if necessary). On collecting 100 $, you will get a 1-UP. The $ collected are displayed on the bottom left of the screen.

Lives

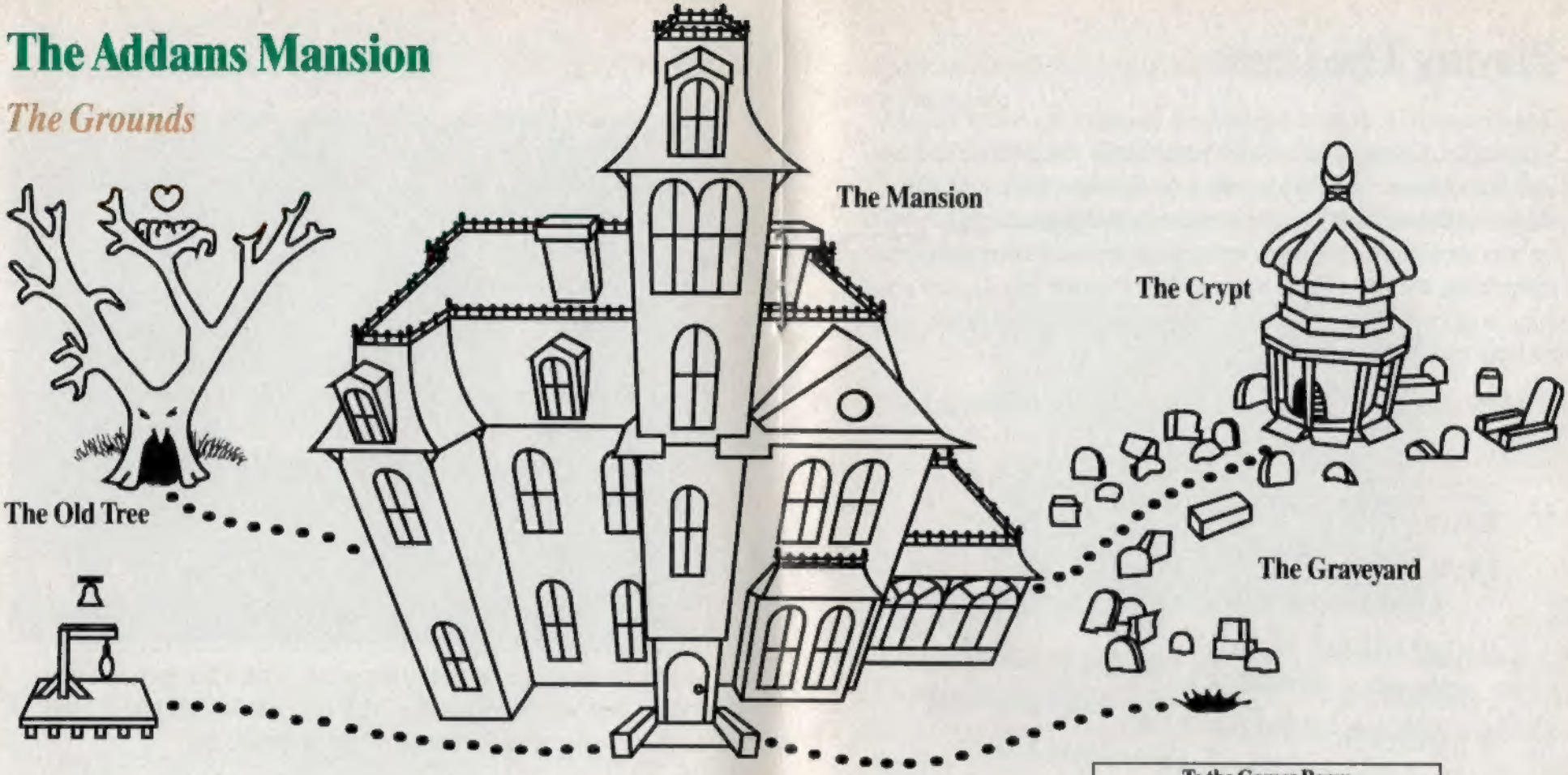
Gomez has an infinite number of lives, due to the continue option (see CONTINUE). However, he only has so many 'lives' per attempt, before he is put back to the start. These lives are displayed next to the $ on the bottom left of the screen. Additional 1-UPs can be collected along the way, and earned (see MONEY). You begin the game with 5 lives.

Score

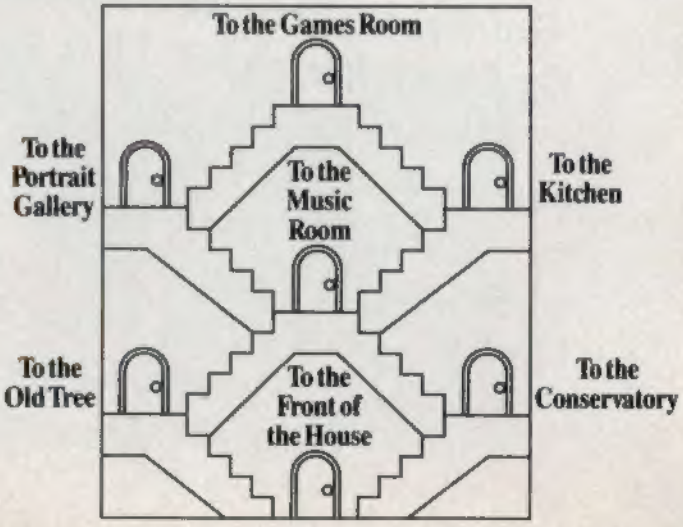
Points are scored each time you collect an object, or stomp a nasty. If you manage to stop a number of nasties consecutively (that is, bounce from one to the next), the points scored for each one will double. You will be awarded a 1-UP for each 50,000 points. The score is displayed at the bottom right of the screen.

The Addams Mansion

The Grounds



The Hall of Stairs



Playing The Game

Gomez must fully explore the Addams Mansion and rescue Pugsley, Wednesday, Granny, Uncle Fester, and finally, Morticia. The Mansion is enormous, and his journey will take him inside, outside, above and below. Walking, flying and swimming, Gomez must keep his wits about him at all times, as danger lurks within every scenario. If anything, the Mansion is even weirder than the Family, and nothing is quite as it seems, but careful exploration of walls and other features may prove very rewarding.

The only information Gomez has is a cryptic note handed to him by Thing™:

The Big Bird, The Sinister
Centipedes and The Shape-
Shifting Snowman are
Guardians of the Heart. The
Wacky Scientist babysits
Pugsley, while The Grinning
Goblin nurses Wednesday.
Granny cooks for the Funky
Fire-Dragon and Uncle
Fester walks hypnotized by
the Wicked Witch.
Liberate them all to give
Lurch the Tune that opens
The way to The Ultimate
Treasure.

More information will be given by Thing™ along the way, as he is your only ally.

You begin at the front door to the Addams Mansion. At this point, you can explore around outside, or enter the front door by pushing Control Pad UP. Note that this action is used each time you wish to enter a doorway or opening.

On entering The Mansion, Gomez has a choice of doors to enter, each accessing a different (and very large) area of the house. These can be played in any order, but some are better (and easier) to complete than others.

Within each area are a number of strange creatures who will do their utmost to hinder Gomez. The only way to eliminate these guys is to jump onto them — but watch out; if any of them has a pointed or spiked head, you must avoid hitting them!

Each door from the Hall of Stairs will lead, ultimately, to one of the Big Bad Guys, and therefore a major reward — either a captured member of the Addams Family, or an extra Heart.

Also, there are items scattered around the mansion that can assist Gomez in his task (see PICK-UPS). Many of these are in plain view along the way, but nothing is as straightforward as it seems! The Addams Family, and everything associated with them is WEIRD... especially their home! Secret doors exist everywhere; of course, these doorways are usually invisible to the human eye, so exploration of walls and floors is highly recommended. Look out especially for inconsistencies in appearance. It is all very deceptive, but highly rewarding if discovered!

Each time you rescue a member of your family, they will make their way immediately to the Music Room. Here, Lurch sits at his organ and plays a tune. Each member of the family gives Lurch a portion of music to play. This tune will build up gradually, as Pugsley, Granny, Wednesday and Uncle Fester have been rescued. Once they are ALL congregated in the Music Room, Lurch will have the entire tune to play which will open up the secret passage leading to the underground chambers, and eventually... Morticia!

Switches

At strategic places within the Mansion are Switch-Blocks, sometimes marked ON or OFF, and sometimes just shown as a patterned block. Jump up to hit and switch these blocks. The result can be discovered further down your path (or maybe back the way you came!). These usually make platforms appear or provide access to otherwise inaccessible places. YOU must figure out whether they should be switched on or off — experiment!

End-of-Level Bad Guy

At the end of each major area of the Mansion, you will confront a LARGE Bad Guy! To defeat it, you must stomp on its head a number of times, while avoiding it and any projectiles it may launch. An ENERGY METER will appear on the right side of the screen to display how many hits you need to defeat the Bad Guy. Accomplish this, and the reward makes it all worthwhile!

Continue

When you lose all of your lives, you are allowed to CONTINUE the game, if desired. When this option is selected, you will restart from the Hall of Stairs in the Mansion. However, you will retain however many HEART units you had when you last played, and whichever members of your family you had rescued.

Password

When you score a major achievement, such as gaining an extra HEART, or rescuing a member of the Family, you will be given a password — MAKE A CAREFUL NOTE OF THIS! Next time you play the game, you can input your password to enable you to start with the same number of Hearts, and Family rescued, as you had last time you played. You will, however, restart the game in the Hall of Stairs.

☞ *Thing™*

By some of the doors, you will see a box labeled Ⓐ. These are Thing™ 's boxes, and if you jump up under them, Thing™ will spring out and reveal a clue for the section you are playing. These can be REALLY useful!

Pickups

There are many items scattered throughout the Mansion (and beyond) which will aid Gomez in his quest.

SMALL HEARTS: Replenish one of your Heart energy-units, if applicable — these will NOT add to your overall Heart Quota.

DOLLARS $: See MONEY.

1-UP: Increases your lives by 1.

SHIELD: Makes Gomez indestructible for a limited time. The shield effect is portrayed as a 'star trail'. A noise will sound just before your shield expires.

SWORD: Allows Gomez to 'eliminate' any enemies by jabbing at them, both from the side and below. You retain this weapon until you are hit by a creature (you will not lose energy, just your weapon).

GOLFBALL: Allows Gomez to throw golfballs at his enemies to destroy them. This works in the same way as the SWORD, except he cannot throw upwards.

RUNNING-SHOES: Makes Gomez move faster and jump farther. You can lose these the same way as the SWORD.

FEZ: If Gomez jumps into this floating hat, it becomes a 'Fezi-copter' and allows him to fly about for a limited time by repeated pressing of the JUMP Button. The 'Fezi-copter' will be operative until you enter through a door. At that time, it will flash to signify the remaining few seconds it is operative.

POINTS: As well as gaining points by collecting items and stomping enemies, there are 'invisible' points scattered throughout the Mansion. You cannot see these, but if you touch them, an indication will appear on screen (in units of 1000).

Playing Tips

- ☞ Trees are a good place to begin, then find somewhere cold. The Big Bad Guys at the end of these sections may be dangerous, but they are not Heartless.
- ☞ Going back through the same door does not always lead you back to the same place.
- ☞ Jumping and jabbing upwards with your sword may enable you to pick up an item that is usually out of reach.
- ☞ There is always a 'safe spot' when confronted by a Big Bad Guy. Find this and you should defeat him easily.

- ☞ Use the creatures as 'springboards' to jump on in order to reach an otherwise inaccessible spot.
- ☞ Map your progress — remember, the Mansion is HUGE and you don't want to forget where you're going (or have been!).
- ☞ Platforms may materialize in mid-air as you walk across — be brave!

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